

E2
D1

a player for playing said first recording medium and connected to a card reader;
and
a card having a predetermined value for insertion into said card reader;
wherein when said card is inserted into said card reader, said card reader verifies
that said predetermined value is at least a selected minimum value and authorizes said
player to decipher said first recording medium.

E3
D2

10. (Thrice Amended) A method for recording and playing digital signals,
comprising:
receiving an encrypted digital signal comprising a digital audio broadcast segment;
storing said encrypted digital signal in a buffer as it is being received;
determining whether a beginning of said broadcast segment is in said buffer in
response to a user request to record said encrypted digital signal;
recording said encrypted digital signal onto a first recording medium in a recorder
and player device if said beginning of said broadcast segment is stored in said buffer;
inserting a card having at least a predetermined value into said recorder and
player device;
determining that said predetermined value corresponds to at least a selected
minimum value; and
deciphering said encrypted digital signal if said card has said selected minimum
value.

E4
D3

13. (Thrice Amended) A method for recording and playing an encrypted digital
audio broadcast signal, comprising:
receiving an encrypted digital audio broadcast signal comprising a digital audio
broadcast segment;
storing at least part of said encrypted digital audio broadcast signal in a buffer as
it is being received;
electing to record said encrypted digital audio broadcast signal onto a first
recording medium;
determining whether a beginning of said broadcast segment is in said buffer; and
recording said encrypted digital audio broadcast signal onto said first recording
medium if said beginning of said broadcast segment is stored in said buffer.
